

Re iterative process: field evaluations and refinements

A Public Space Digital Storytelling Installation INSTALLATIONS AND PROBES







In order to quickly evaluate storytelling concepts, explore the layout and quickly deploy probes a Flash AS2.0 prototype was developed.

A Public Space Digital Storytelling Installation

# HIGH FIDELITY PROTOTYPE



## EVALUATION PROTOCOL FOR OUR IDEAS

Greenberg and Buxton argue that evaluation is some cases can be ineffective or even harmful if we blindly follow "by rule" rather than "by thought" [1].

England et al claim that traditional HCI models tell us little about the relationship resulting from the interaction with interactive digital art [2].

With this in mind we defined an evaluation protocol based on work from the analytical framework of Mathew et al [3], the three main user engagement trajectories: *perception*, *interaction* and *engagement* phases [3].



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[1] Saul Greenberg and Bill Buxton. 2008. Usability evaluation considered harmful (some of the time). In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '08).

[2] David England, Jill Fantauzzacoffin, Nick Bryan- Kinns, Celine Latulipe, Linda Candy, and Jennifer Sheridan. 2012. Digital art: evaluation, appreciation, critique (invited SIG).

{3} Mathew et Al. Post it note art. 8th ACM conference on Creativity and Cognition, 2011





A Public Space Digital Storytelling Installation PILOT PROBE IN OUR LAB MEETING'S SPACE



### **INSIGHTS**

- From a few days probing:
  - Curiosity
  - Puzzled by the ambiguity
  - Creative use



Next probe:

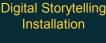
- In a bigger, public space,
- Exquisite corpse experiment,
- Extend the interface from twitter to a easier immediate input keyboard







A Public Space Digital Storytelling





#### MSG INSTALLATION AT THE HALL OF MADEIRA TECNOPOLO

During four afternoons (1pm-5pm) with the installations being perceived by ninety-five (95) passersby.

The virtual airport display was retro projected onto a glass store front with the sound effects of the animations being heard throughout the hall.



# MAIN INSIGHTS FROM THE SECOND PROBING

 Users immediately recognized the display as "the one from the airport" and demonstrated curiosity in understanding the purpose of the installation. People wandered if the stories were displayed or coming form the airport.



 Not everyone is an author: "Story telling is hard" Passersby prefer to read the stories then contribute.

A Public Space Digital Storytelling Installation • Storytelling and MStoryG require high exposure (high foot traffic) and leisure or waiting spaces locus affordances.



# FNC0313 – UMa Installation 3<sup>rd</sup> probing

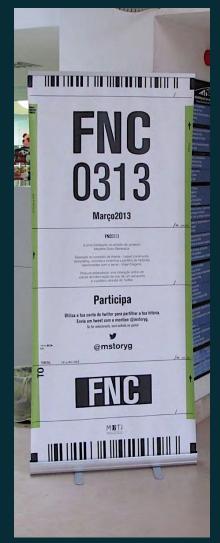
MStoryG was located at the hall of University of Madeira over a 5 week, two-part deployment.

The objective of this installation was to verify our insights from the previous probes while testing three interaction modalities for passersby:
Twitter, Facebook and SMS.

International authors were invited as the main body of content for the installation and a travel-related story theme was defined.







## Call for authors

 We're considering Nano fiction a bit like Twitter Fiction. Our difference is that we aren't limited to 140 characters like Twitter but to the 260 alphanumeric or 360 total flaps. We could have multiple "slides" or "pages".



A Public Space
Digital Storytelling
Installation

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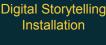
 Keep in mind that we word break for more legibility so realistically you end up with less than 260 characters. If you use the authoring platform then its up to you, the author, to decide how to break the words thus you may use the 360 characters.







A Public Space Digital Storytelling





#### MSTORYG'S FNC0313 3RD INSTALLATION DEPLOYED AT THE **UNIVERSITY'S MAIN ENTRANCE HALL**

A projector displayed stories while speakers were used for the sound animations. A roll up and some posters with origami planes were spread around campus describing the installation and enticing contribution.



#### PARTIDAS

18.26

**DEPARTURES** 



Comp. Aérea

Voo Flight

@ AIRPLANE

Destino / Via To / Via

READING

MEDIATED THING RAIN AIRPO DROPLETS ON RTS SYPHONED WINGS ST REAMS

ANIMATIONS OF GUT TERS

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Março2013

Participa, utiliza a tua conta do twitter para partilhar a tua história.

Se for selecionada, será exibida no painel.

Omstoner

DEPARTURES

Porta
Porta
Check-in
Check-in

18. 26

PARTIDAS

POSTINO / VIA

TO / VIA

T

Participa, utiliza a tua conta do twitter para partilhar a tua história.

@mstoryg

MAITI

FNC0313

#### TWITTER AND FACEBOOK INPUT PAGES







## FNC0313 – the STUDY

 Installation ran for five weeks over a two month period (before and after Easter break).



 Sixteen observation sessions were performed totaling fifteen (15) hours.

A Public Space Digital Storytelling Installation • Four invited authors and writers, two American and two Portuguese, contributed with forty-six (46) stories while eight (8) passersby contributed with nine (9) stories.



## FNC0313 – the FINDINGS

- During our semi-structured interviews, passersby referred to preferring to read the stories rather than sharing their own. Reasons ranged from people not feeling up to the job, to not wanting to share, privacy and lack of interest in authoring...Lack of familiarity with twitter
- The display being a virtual prototype had intrinsic problems: visibility with light condition changing, ambiguity suffered..why an airport display if it is a flash replica anyway..Lack of physicality which was a big attraction factor with the real board
- Authors were excited in participating. Both the American authors were
  accustomed to this notion of very short stories or Twitter Fiction. The
  Portuguese writers felt compelled to write quality stories in 140 characters
  and felt rewarding when they surpassed the challenge.
- One of the authors commented on how the installation was a "fascinating intersection between technology and humanities". Another author described the storytelling medium as "thrilling" and "thought provoking".





## SUMMARY OF INSIGHTS

#### Passers by find providing stories a difficult task

Privacy is an issue, and also asking people to write up a story is a bit task. A comment or a sentence about their preferences might elicit more response ( see Candy Chang)

Or comment of news of public domain. With an author as moderator and provocateur (See Jenny Holtzer)..

#### Professional writers and artists are enthusiast

Professional writers and artists are thrilled by the challenge of new media, the ambiguity of the board, and the 15 min. of fame claim. More formats can be explored and different types of authors can be involved, from journalists, to comics artists etc..

#### Authoring platform for the board: not only textual

A more flexible authoring input would help people participate. Also allowing graphics and animations to be inputted, that would inspire e visual artists an graphic designers to participate

#### Virtual prototype versus real physical board

There is difference between the reaction of people to the real board and the virtual prototype. The physicality of the board has a lot of charm, and really makes the display work as a ambiguous and re purposed object, Challenging authority and democratizing information. The Hi Fi prototype does not function in the same capacity.





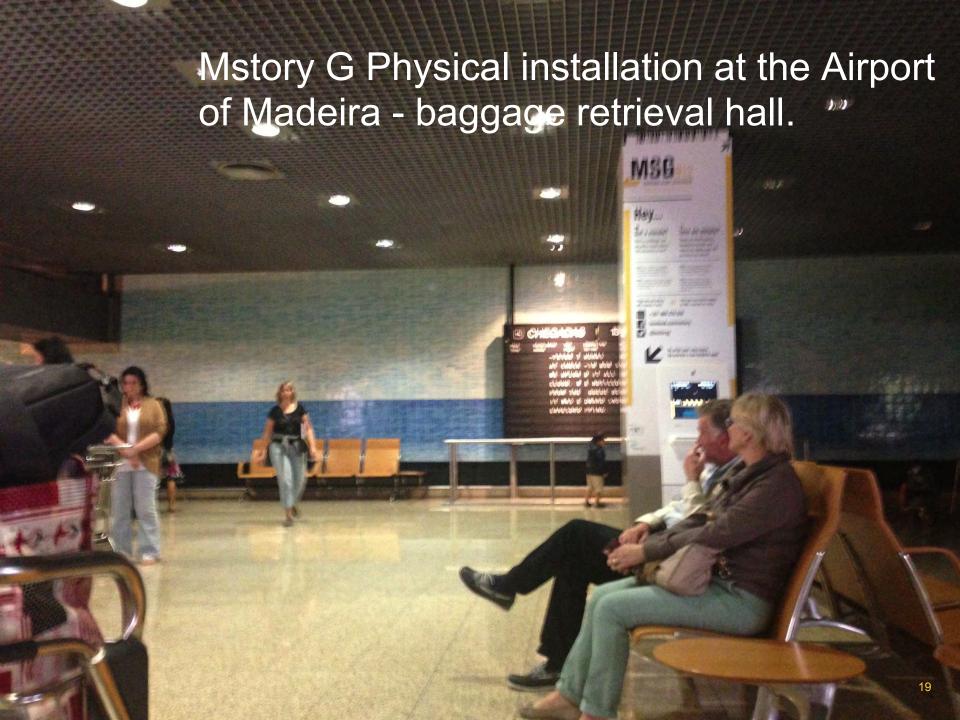


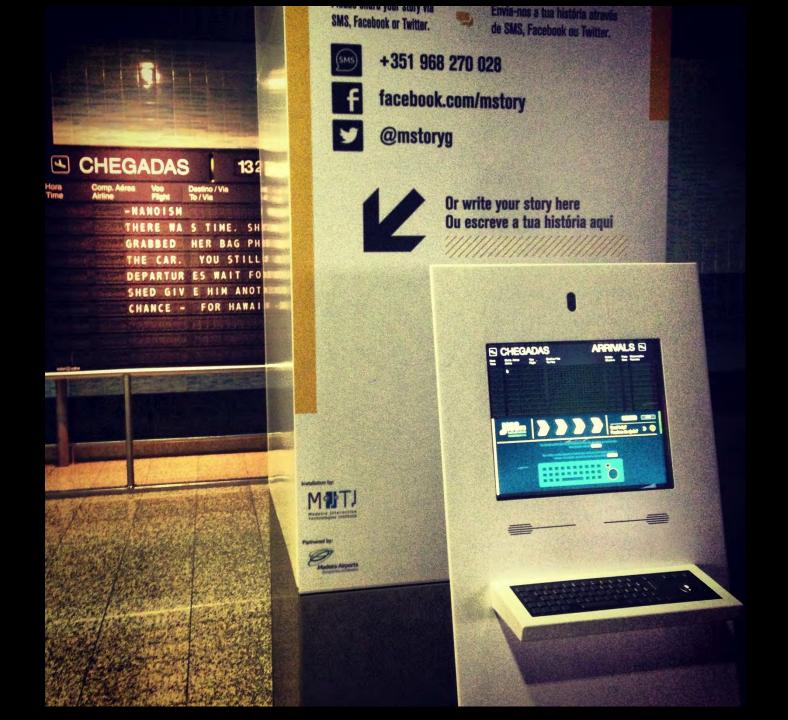
Final installations deployment with the physical Solari display

A Public Space Digital Storytelling Installation

# MSG AT FUNCHAL AIRPORT









## Open Issues

 Challenging authority: Top down Control issues still at work:

Airport authorities interference - The location was not ideal, neither the position in the room...but they did give us permission...

- Difficulties in engaging the general public
  - Use of news or provocations (Jenny Holtzers style)
  - Creating engaging and privacy sensitive calls for the public to engage (Candy Chang).
  - Payoff for posting on the board unclear
- Specific and flexible MSG Authoring Platform
  - Authors loved it. Publishing on unusual platoform; publishing in real time at a distance, on public dysplay; repourposing issues;
  - More than text: Engage visual artists and designers to provide entertainment through the board





## Open Issues

- Now the MSG Board at the institute is used for experiments..
- Open storytelling challenges (creative writing class), internal announcments, showing off with guests, occasional story still appears...
- Waiting to find a student that wants to take it to the next level: IDEAS?
- What would YOU use it for?







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ARRIVALS 4

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15.00	
15.00	
15 00	

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VP GR	JOAO CUNHA E SILVA
SRERH	JAIME FREITAS
SRCTT	CONCEICAO ESTUDANT
- IIMA	FRANSISCO COSTA
D. CMU PT	JOAO CLANO

da	Observações	
ed	Remarks	
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## ARRIVALS

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Hora Time Comp. Aerea Airline

Vod Flight Origem / Via From / Via

Observações Semarks

17.00

TALK BY

ELISE LECLERI USING TECHNOLOGY TO ADDRESS SOCIAL ISSUES

PM

M-ITI CLASSROOM

INFO

WWW. M-ITI, ORG FB MADEIRAITI

TOWN TO HAVE

Hora Time Comp. Aérea Airline

Voo Flight

Origem / Via From / Via

MY PAREN TS FOUND ME WORKING THE KEYBOARD WIT MY NOSE. MOM CRIED. DAD UNCHAINE D MY HANDS REALIZIN G THERE WAS NO CURE FOR BEING A WRITER.



759

ARRIVALS &

Hora Time

Comp. Aérea Airline

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Origem / Via From / Via

Estimada Expected

Observações Remarks

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ALLELUJA

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#### **PUBLICATIONS:**

#### CHIITALY 2013

Competing for your attention: generating curiosity through a repourposed airport public display

#### ICIDS 2013:

Storytelling and te use of social Media in digital Art Installtions

#### **INTERACT 2015:**

MstoryG: Exploring serendipitous storytelling within high anxiety public spaces





